BASIC COMMANDS

This section provides basic keyboard commands (most of which do not have buttons onscreen). To view a full list of commands, see the "IC Commands.rtf" document in the Goodies folder where you installed *Impossible Creatures*. Hotkeys can be reconfigured at the Gameplay Options screen, accessed from the OGame Menu during gameplay.

Camera (view)

Focus on lab	HOME key
Zoom	Mouse wheel
Pan	Drag+mouse wheel
Change angle	ALT+drag mouse
Reset angle and zoom to default	BACKSPACE

Select unit, object, or button	Left-click
Cancel order	Right-click
Select all units of same type	Double-click a unit

With unit(s) selected

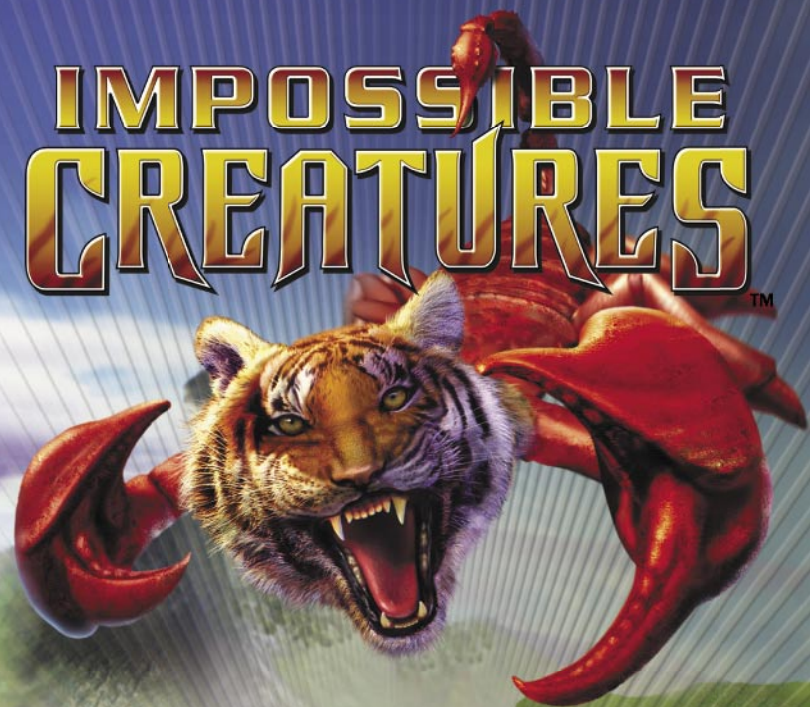|	
Move	Right-click new location
Attack	Right-click enemy unit or structure
Attack-move (attack everything on the way to destination)	Hold A key, left-click destination
Create group	CTRL+keyboard 0-9

Recall group	keyboard 0-9
Queue orders (perform serially)	SHIFT+issue multiple orders
Skip movie	ESC
Access Army Builder from in-game	F12

IMPOSSIBLE CREATURES™

1102 Part No. X08-71301

relic
ENTERTAINMENT

Microsoft
game studios

SAFETY WARNING

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

• Play in a well-lit room.
• Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS

Welcome to *Impossible Creatures™*, a real-time strategy game of combat and discovery, where imagination and experimentation are your biggest allies in a struggle against evil.

The year is 1937 and you are Rex Chance, renowned world adventurer and war correspondent. You have spent your life exploring the wilds of Africa, the ice shelves of Antarctica, and the sultry jungles of the Amazon. You've seen every beast on earth... or so you thought.

You've just received word from your long lost father, scientist Dr. Eric Chanikov, who disappeared many years before. Suddenly now he begs to see you. So you fly to the Isla Variatas in the South Pacific where he works in the employ of wealthy industrialist Upton Julius. But what begins as an innocent reunion quickly turns sour as you to come face-to-face with the Sigma Technology.

What is the Sigma Technology? Imagine possessing the ability to combine any two animals into a single creature. Flying elephants, giant ants, amphibious sharks... anything you can conceive. The possibilities boggle the mind! What benefits might it bring? What evil might be wrought?

To install Impossible Creatures

Insert the *Impossible Creatures* CD-ROM into your CD-ROM drive. On the Setup screen, click Express Install for a default installation without further prompting, or if you want to install the game to a location other than the default, click Install and follow the instructions on the screen.

If Setup does not begin automatically, or for other pertinent information, refer to the Readme file on your *Impossible Creatures* CD-ROM.

To play Impossible Creatures

Double-click the **Impossible Creatures** icon on your desktop.

If no icon was created, click **Start**, point the cursor to Programs/Microsoft Games/Impossible Creatures, and then click **Impossible Creatures**.

GETTING HELP

ROLLOVER TEXT
Impossible Creatures uses extensive rollover help. As you pass the cursor over any object, command button, etc., Help text displays.

TUTORIAL
Learn how to play *Impossible Creatures*. From the Main Menu, click **Tutorial**. You can also access the tutorial when you start a new single player game.

COMMANDS
See "Commands" on the back cover for a list of basic keyboard commands. To view a full list of commands, refer to the "IC Commands.rtf" document in the **Goodies** folder located in the directory where you installed *Impossible Creatures*.

HELP ON THE WEB
To learn more about *Impossible Creatures*, visit **www.microsoft.com/games/ impossiblecreatures** or **www.impossiblecreatures.com**

MAIN MENU

Campaign
Player vs. Computer
Multiplayer
Army Builder
Tutorial
Options

CAMPAIGN
This option gives you a series of related scenarios that tell the Rex Chance story. They are single-player stories played in sequence using predetermined victory conditions.

PLAYER VS. COMPUTER
This option gives you single skirmishes where you pick your army, the armies of your opponents, the game type, and the map where the action occurs.

MULTIPLAYER
Join other players for real-time combat. See "Multiplayer Games" on page 26 to learn more.

ARMY BUILDER
Choose the creatures for your armies. Select from a list of readymade creatures or design hybrids of your own. See "Creating Creatures" on page 12 to learn more.

TUTORIAL
Learn the basics for playing *Impossible Creatures*.

OPTIONS
Edit player profile or audio and graphics settings.

Rex Chance is a world adventurer, war reporter, and renowned explorer. His innate abilities as scout and storyteller have earned him much acclaim. Thousands of readers hang on his every word as he spins tales of adventure in his weekly newspaper column. But Rex carries a secret. He remembers little of his youth. He'd trade all his adventures for his one true quest, to search for his father, Dr. Eric Chanikov who disappeared when Rex was just a babe. Only by finding his father, Rex is convinced, can he hope to learn who he is and where he came from.

Lucy Willing is a brilliant young scientist and co-developer of the Sigma Technology. For years she has worked closely with Dr. Chanikov helping to refine the complexities of the science. She believes that Sigma can be used for the betterment of humankind. She is unaware of Upton Julius's true nature or of his evil intentions.

Upton Julius is a wealthy industrialist who financed the development of Sigma and plans to use it to guard his life of opulence. The pending war in Europe fuels his paranoia and he plans to launch his own initiative to halt any encroachment, letting nothing—and no one—stand in his way.

Velika LaPette is a crafty aviator with a keen tactical mind. She has a love of flight and likes to fight dirty with poisons and plagues. A cunning woman, perhaps she was the true "power behind the throne."

Whitey Hooten is an ex-whaler who feels at home only in the sub-zero temperatures of the Arctic. He is a hulking and powerful man who sees compromise as a weakness. He enjoys chastising and berating his henchmen. He is not very smart, but his brute strength and quick temper make quite an impression on others.

Dr. Otis Ganglion is a veterinarian, but not out of any love for animals. He developed quite a reputation creating all kinds of strange animal hoaxes that he peddled to freak shows across America. A diminutive man, what he lacks in height, he makes up for with evil. He is the classic mad scientist.

Your role

It's up to you to seek out and destroy the laboratories of Upton Julius and his brood... but you'll have to get past their armies first. The lab is the key to the Sigma Technology. Destroy your enemies' lab, and it's all over for them.

To learn the specific objectives of each game scenario, click the Objectives icon during gameplay.

Preparing for conflict

There's a lot to do before you dare confront Upton's armies.

SCOUT

Explore the map to find resources and enemies. Areas of the map are revealed as your units pass through them. You can also reveal the map using the radar pulse feature of the lab.

GATHER RESOURCES

Resources are used whenever you perform research, build structures or create units. Resources include:

Coal	Gather coal from the piles you find scattered throughout the land.
Electricity	Construct lightning rods and electrical generators to produce the electrical power you'll need.

COLLECT GENETIC SAMPLES

(Campaign games only.) Genetic samplings are received as rewards for helping villagers, etc., or by sending Rex out to track down and obtain them from the wild animals wandering around.

PERFORM RESEARCH

Use the lab, research clinic, and genetic amplifier to research advanced technology. With new technology you can create new structures, improve existing ones, enhance henchmen capabilities, and create creatures of higher research level rankings. The higher the ranking, the more powerful the creature.

DESIGN CREATURES

Use the Sigma Technology to design creature blueprints for your armies. The creature chamber, water chamber, and air chamber draw upon the blueprints to create creatures during gameplay. See "Creating Creatures" on page 12 to learn more.

CREATE CREATURES

Use the creature chamber, water chamber and air chamber to create creatures. You'll need plenty of them to protect your lab and combat enemy beasts.

CREATE HENCHMEN

Use the lab to create henchmen. You'll need them to gather resources and build structures.

BUILD STRUCTURES

You automatically start a new game with a lab, but you'll need to build additional structures. (Not all structures are available for every game.) Structures include:

Resource	Lightning rods, electrical generators, and workshops are used for gathering and storing resources.
Research	The research clinic and genetic amplifier upgrade technology and enhance unit abilities.
Defensive	Bramble fences, soundbeam towers, and anti-air towers are effective in slowing attacks.
Unit	The creature chamber, air chamber, and water chamber are needed for creating the creatures you'll need.

Lab

Henchman
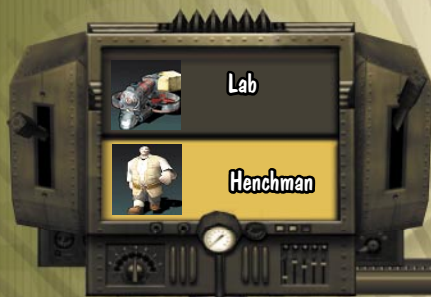
TECHNOLOGY SEQUENCES

Genetic Amplifier

Creature Upgrades

Water Chamber (req: Level 2 Research)

Swimming and Amphibious Creatures

Research Level 2

Research Level 3

Research Level 4

Research Level 5

Sufficient coal and/or electricity must be gathered before structures can be built and/or research performed.

Air Chamber (req: Level 3 Research)

Flying Creatures

Creature Chamber

Level 1 Creatures

Level 2 Creatures (req: Level 2 Research)

Level 3 Creatures (req: Level 3 Research)

Level 4 Creatures (req: Level 4 Research)

Level 5 Creatures (req: Level 4 Research)

Henchmen Upgrades

Advanced Structures (req: Lightning Rod)

Research Clinic

Strengthen Building Integrity

Bramble Fence

Anti-Air Tower

Radar Pulse (activated at lab)

Soundbeam Tower Upgrade

Soundbeam Tower

Landing Pad

Gyrocopter

Strengthen Bramble Fence (req: Level 4 Research)

Workshop

Strengthen Electrical Grid (req: Level 4 Research)

Lightning Rod

Electrical Generator (must be built on a geyser)

Geo-turbine Upgrades

Resource

Research

Unit

Defensive

10

11

CREATING CREATURES

Sigma Technology gives you the ability to combine the genetic blueprints of two animals into a single blueprint of a hybrid creature. The blueprint is used by the creature chamber, water chamber, or air chamber during gameplay to generate the creatures.

Army Builder

Use the Army Builder to assemble your army of hybrid creatures. The blueprints of up to nine types of creatures can be inserted into a single army. Select your creatures from the zoo of hybrid creatures or use the Combiner to design your own.

Access the Army Builder from the main menu or by pressing the Army Management icon during campaign gameplay. (For multiplayer and player vs. computer gameplay, the Army Builder cannot be accessed; your army must be selected before you enter the game.)

The first time you use the Army Builder you'll be given the option for instructions on its use. After that, click the question mark icon for a refresher course.

The Army Builder provides a summary of the traits of the creatures in your current army. At this screen you can compare cost-to-return of each creature, as well as its combat pros and cons.

Click the Analyze Army icon for an analysis of the strengths and weaknesses of your army.

ATTACKS

Provides an overview of the melee damage and range damage capabilities of the selected creatures. Melee damage is the ability to inflict damage in close combat, like biting and clawing. Ranged damage is the ability to deliver damage from a distance, like spraying venom and flinging quills.

ABILITIES

Provides detailed information of the combat capabilities of the selected creatures in your army. See "Creature Abilities" on page 17 to learn more.

RESOURCE COSTS

Shows the amount of resources (coal and electricity) required to create the creature during gameplay.

RESEARCH LEVEL RANKING

A creature's research level ranking is calculated by the computer based on a creature's attack types, abilities, health, defense, speed, size, and sight radius. As a creature's attributes and abilities increase, its research level ranking increases, as does the amount of resources and time you'll need to create the creature.

Combiner

The Combiner is the heart of the Sigma Technology. It performs the recombination of two stock animals to create the blueprint of a hybrid creature. Use the Combiner to choose the abilities you want to include in your hybrid. (*Note:* The Combiner cannot mix creatures that are already hybrids.) For some suggestions about creature combining, see "Creature Abilities" on page 17 to learn more.

Access the Combiner by clicking the Combiner icon in the Army Builder. The blueprints of the creatures you design are saved in the zoo of hybrids.

Similar to the Army Builder, the Combiner screen provides you with a summary of the attack abilities and research level ranking of the creature being combined.

Click the Camera icon to create an icon of your creature to represent it in the Army Builder. Rotate the view of the creature by right-clicking the image and dragging the mouse.

Zoo screen and animal selection screen

There are two screens from which you select animals: the zoo screen (where the blueprints of hybrid creatures are stored) and the animal selection screen (where the blueprints of stock animals are stored). Both screens operate in the same manner. The only difference is the type of animal that dwells in each.

ZOO SCREEN (HYBRID CREATURES)

The zoo screen is where the blueprints of hybrid creatures are stored. Choose from the hybrids you've designed or from the list of readymade creatures provided with the game.

Access the hybrid zoo by clicking the zoo icon in the Army Builder.

ANIMAL SELECTION SCREEN (STOCK ANIMALS)

The animal selection screen is where the blueprints of over 50 stock animals (non-hybrids) are stored. Combine the blueprints of stock animals to create your hybrids.

There are literally thousands of animal combinations possible.

• Access the animal selection screen by clicking the **Select Animal** buttons in the Combiner.

Zoo screens

Similar to the Army Builder and the Combiner screens, the Zoo Screen and the Animal Selection screen provide you with a summary of the attack abilities and research level rankings of the animals, as well as general specifications like cost in coal and electricity, research level ranking, defense, speed, sight radius, and so on.

- Use the filter buttons at the top of the screen to sort the creatures by the types you're looking for.

   Look for the information icon in the Animal Selection screen. Clicking it provides an in-depth description of the selected animal.

Creature abilities

This section summarizes the different abilities creatures can possess.

ARTILLERY ATTACK

Creature launches a projectile that bursts on the ground, damaging everything near the impact.

BARRIER DESTROY

Creature has increased ability to destroy buildings and fences and is immune to brambles.

CAMOUFLAGE

Invisible to most creatures. Becomes visible for short periods when attacking or using special abilities. (Note that camouflage is still detectable by anti-air towers, radar pulse, and sonar pulse.)

CHARGE ATTACK

Creature will charge into close combat. Its first attack does extra damage.

DIGGING

Creature can burrow underground, making it undetectable to most units and giving it added protection from most attacks.

ELECTRIC BURST

Creature can discharge a massive electrical burst that damages all creatures (even allies).

FLIGHT

Creature can fly. Also is immune to the slow-down effects of a stink cloud (but not to the damage effects).

FRENZY

When triggered, creature does more damage in close combat and moves faster, but also receives more damage from attacks.

HERDING

Defensive abilities increase when near three or more like creatures.

HIGH ENDURANCE

Creature regenerates special abilities faster (like stink cloud, electric burst, sonar burst, etc.). Also negates movement penalties that result from stink cloud, poison, sonic attack, and soundbeam towers.

HORNS

Reduces target creature's defense rating when in close combat.

IMMUNITY

Creature is immune to stink cloud, poison, plague, poison touch, and venom spray.

KEEN SENSE

Creature can detect camouflaged and digging units.

LEAP ATTACK

Creature leaps into close combat inflicting extra damage by attacking first.

PACK HUNTER

Attack abilities increase when near three or more like creatures.

PLAGUE

Can pass on damaging plague when it attacks in close combat. Plague will spread to other nearby enemy creatures. (Carrier is immune.)

POISON

Damages and partially paralyzes enemy creatures, temporarily slowing their movement rate and reducing their damage.

POISON TOUCH

Creature poisons any enemy that touches it, doing damage and partially paralyzing and slowing enemy.

QUILL BURST

Massive quill discharge does damage to all surrounding creatures (even allies) and reduces enemy's defense capabilities.

RANGED ATTACK

Creature delivers damage from a distance by hurling projectiles, etc.

REGENERATION

Creature can regenerate its health over time.

SONAR PULSE

Reveals any area of the map for a short period of time. Also reveals camouflaged and burrowed creatures.

STINK CLOUD

Creates a temporary stink cloud that stuns enemy units, slowing them down. Allied units within the cloud are protected from ranged and artillery attack.

SWIMMING

Creature can swim.

Creature's anatomy

Most of an animal's abilities are linked to the following seven parts of its anatomy. Some animals have inherent abilities that are not linked to a particular part of the anatomy. (Icons shown are examples only.)
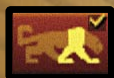
HEAD
Contributes to a creature's close combat attack, like biting or ramming. Also contributes to its sight radius and senses, like sonar. Can also add ranged attack, like spitting venom.

TORSO
The main contributor to a creature's defense and, for some creatures, affects its ground speed.

FRONT LEGS
Contribute to a creature's ground speed, close combat attack, and in some cases, ranged attack.

BACK LEGS
Contribute to a creature's ground speed, ability to leap and charge attack.

TAIL
Some tails add the ability to swim while other tails possess attack abilities like poisonous stingers.

WINGS
Gives a creature the ability to fly.

PINCERS
Good for close combat attack. For some creatures, pincers give the ability to destroy buildings and fences and immunity to damage from bramble fences.

INHERENT

Inherent abilities include herding, frenzy, pack hunter, regeneration, and immunity to poison. These are not linked to a particular part of the anatomy.

Kinds of creatures to build

The best way to learn which hybrids work best is to experiment on your own. However, the following types of creatures will provide you with a well-balanced army.

AMPHIBIOUS UNITS

Amphibious units are more versatile and can attack on land or sea, as well as retreat to the relative safety of water.

CLOSE COMBAT UNITS

Close combat units do the most damage of all unit types and can deliver lots of special abilities, like poison, horns (for attacking barriers), and plague attack. Good against artillery units.

RANGED COMBAT UNITS

Ranged units are able to attack from a distance by shooting projectiles. Good against close combat units.

ARTILLERY UNITS

Special units such as chimps and archerfish that shoot projectiles at an area (not just a single target). This is an effective way to kill groups of units. Good against ranged units, but weak against close combat units.

AIR UNITS

Flying creatures can pass over terrain that is otherwise impassable.

WATER UNITS

Water units traverse oceans, lakes, and rivers, and can bombard enemies on the shoreline from the relative safety of the water.

KEEN SENSE UNITS

Keen senses can reveal camouflaged and digging creatures.

HIGH DEFENSE UNITS

High defense creatures such as turtles can ignore most damage and make great assault units.

FAST UNITS

Speed is an effective way to close in on or escape from other creatures.

UNITS WITH HORNS

Horns are used for overcoming an enemy's defenses. Horned units are especially effective against high defense creatures.

UNITS WITH PINCERS

Units with pincers do extra damage against buildings and are good for breaking down defenses.

INHERENT

Use units that have inherent abilities suited to the scenario. For example, if your creatures are getting killed at a high rate, the ability to regenerate will help them heal.

Sample creature

To help you understand how a creature is combined and why, let's look at a sample creature and why its abilities might be useful.

THE SCENARIO
We want to attack a nearby encampment enclosed by bramble fences and protected by slow-moving creatures.

WHAT DO WE NEED?
The creature should be quick and have the ability to destroy brambles with immunity to thorns.

HOW DO WE FIND SUCH A CREATURE?
Use the Zoo screen to search for a hybrid creature with the abilities we need. If none exists, use the Animal Selection screen to find two stock animals that have the desired abilities and then use the Combiner to join them into a single hybrid. Once we've found or created a hybrid, use the Army Builder to enlist its blueprint into our army.

CHEETAH
SELECT ANIMAL

SCORPION
SELECT ANIMAL

WHAT DID WE CHOOSE?
In our scenario, the scorpion and the cheetah were combined into a creature called a Cheetion. We chose the scorpion for its tail and claws so our creature would have a stinger and pincers. We chose the cheetah for its front and back legs so our creature would possess high speed and leap ability.

Result: The Cheetion

CHEETION
SAVE   CANCEL

WHAT WERE ITS STRENGTHS?
The pincers give our creature the ability to destroy fences, as well as immunity to the effects of brambles. The stinger can be used to debilitate enemy units in close combat. The creature's ability to run fast helps it get out of the way of an attack quickly, and, if needed, can use its leap ability to strike first in close combat. The cheetion would be good for hit-and-run attacks.

Note: For this exercise we addressed only the creature's combat abilities. When choosing two animals to combine, it is also important to consider health, sight radius, cost, research level, and size.

WHAT WERE ITS VULNERABILITIES?
Neither the cheetah nor the scorpion is a very big animal, lessening its ability to sustain attack. Neither has good sight radius nor is able see long distances. Therefore, the Cheetion would not be a good scout. It would be at risk to ranged units that could quickly take it out from a distance before it could react. It lacks the power or toughness to make a front-on assault.

MULTIPLAYER GAMES

Up to six players can engage in a free-for-all or join one another to form teams. To connect to a multiplayer game, click **Multiplayer** on the Main Menu.

Connection types

LAN TCP/IP
This is the default setup for LAN play. Games are played over a local area network (LAN). You must have a LAN adapter and be connected to a **LAN.**

INTERNET TCP
Games are played over the Internet. You must be connected via an Internet service provider.

IC ONLINE
Games are played over the Internet with matchmaking software. *Impossible Creatures* automatically connects to the Internet through your Internet browser.

GETTING YOUR STATS
Click the **IC Stats** button to see your stats, which are stored online.

To join or host a game

JOIN AN EXISTING GAME
To link to an existing game over the Internet, click **Join Game** in the Game Lobby screen.

HOST A GAME
To host a game, click **Host Game** in the Game Lobby screen. When you host a game, you control every aspect of gameplay. You choose the scenario, map, resources available, unit capacity, and so on.

Game types

There are three Multiplayer game types you can host or join:

DESTROY ENEMY LAB
Seek and destroy your enemy's laboratory before yours is destroyed.

DESTROY ENEMY BASE
Seek out and destroy your enemy's base, including the laboratory and any other structures.

HUNT REX
All players have their own Rex Chance. Your job is to hunt each of your enemies' Rex character and kill him.

Diplomacy

 When engaged in team play, use the Diplomacy screen to change your diplomatic stance toward other players. You can also share resources (coal and electricity) with other players. Ally with other players to create new teams and overcome your opponents, or break alliances with your team and win the battle on your own. To access the Diplomacy screen, click the Diplomacy icon during gameplay.

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● (VMC Consulting Corporation)
◑ (Siemens Business Services Inc)
◯ (Volt)
◐ (S&T Onsite)
● (Adia)

Technical Support Options

For all of our support offerings, visit **http://microsoft.com/support/**. In Canada, visit **http://microsoft.ca/support/**. To get started, try the following:

- For articles targeted at specific issues, visit the Microsoft Knowledge Base at **http://microsoft.com/support/**.

- To work with a Microsoft Support Professional over the Internet, submit your issue at **http://support.microsoft.com/directory/onlinesr.asp**.

- For your product's general support policy, visit **http://support.microsoft.com/directory/productsupportoption.asp**.

Phone Support: In the U.S., call (800) 537-8324. In Canada, call (905) 568-3503 (toll charges may apply). These numbers are for technical issues only–do not use them to request game hints, codes, or cheats.

TTY Users: Microsoft text telephone (TTY/TDD) services are available at (425) 635-4948 in Washington State, (800) 892-5234 in the U.S., and (905) 568-9641 in Canada.

Worldwide: Support outside the U.S. and Canada may vary. For regional contact details, visit **http://microsoft.com/support/**.

Conditions: Microsoft's support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.